

04/29/1996 01:35

RECEIVED
CENTRAL FAX CENTER

=== COVER PAGE ===

NOV 02 2006

TO: _____

FAX: 866046588070055698557127

FROM: FUESS AND DAUIDENAS

FAX: 8584533574

TEL: 8584533574

COMMENT:

PAGE 1/7 * RCVD AT 11/2/2006 5:57:33 PM [Eastern Standard Time] * SVR:USPTO-EFAX-2/4 * DNIS:2738300 * CSID:8584533574 * DURATION (mm-ss):03-28

BEST AVAILABLE COPY

FUESS & DAVIDENAS
ATTORNEYS AT LAW

10951 SORRENTO VALLEY ROAD
SUITE II-G
SAN DIEGO, CALIFORNIA 92121-1613

INTELLECTUAL PROPERTY LAW

(858) 453-3574
FACSIMILE (858) 453-3574
E-mail: wfuss@gmail.com

RECEIVED
CENTRAL FAX CENTER

NOV 02 2006

WILLIAM C. FUESS
JOSEPH A. DAVIDENAS
MARK J. HARTENSTEIN
† ADMITTED IN IDAHO

OF COUNSEL

DONALD W. CARADY

ENCLOSURE TRANSMITTAL COVER SHEET

DATE:

TO: ATTENTION: S. Theribault
FAX PHONE: 571 273 8300

ORGANIZATION: Group art unit 2179
OFFICE PHONE:

FROM:

ORIGINATOR: WILLIAM FUESS
FAX PHONE: 858 453 3574 before
2 P.M. P.S.T.

ORGANIZATION: ATTORNEY AT LAW
OFFICE PHONE: 858 453 3574 after 2
P.M. P.S.T.

SUBJECT:

NUMBER OF PAGES (including this cover sheet):

COMMENTS:

1. A copy of our mailed transmittal of August 28, 2006, in the matter of application serial number 10/081,841 is attached.

(signed)

William Fuss

identified scene, a high-quality perspective view image of each selected object located and oriented in the identified scene; and

communicating from the sever computer upon the digital communications network to the client computer this rendered high-quality perspective view image;

wherein the client computer is provided with a rendered high-quality perspective view image without necessity of either (i) having the high-quality models from which this high-quality perspective view image is rendered, or (ii) rendering this high-quality perspective view image itself.

38. (Previously Added) A method performed by (i) a relatively simple client computer running relatively simple software (ii) connected upon a digital communications network to (iii) a relatively powerful graphics server computer running relatively sophisticated graphics image rendering software and/or hardware, of deriving at the client computer a high-quality perspective view image as is a typical product of the graphics server computer and beyond the capabilities of the client computer and hardware and software operating therein, at least within a reasonable period of time, the method by which a networked client computer may bootstrap itself to production of a high quality perspective view image comprising:

receiving in the client computer from the graphics server computer across the digital communications network a catalog of, or tool for generating low-quality 3D graphics models for selected (1) objects and (2) scenes in which the objects may exist;

selecting at the client computer objects and at least one scene from the catalog and downloading the selected objects and/or scene from the graphics server computer across the communications network, or, alternatively as the case may be, generating with the tool object and/or scene models;

manipulating at the client computer the received and/or generated low-quality models to specify spatial positions and

orientations of objects within a scene;

communicating these object positional placements and orientations, and also camera, lighting and image size parameters, across the communications network to the graphics server computer;

receiving back from the graphics server computer upon the digital communications network a high-quality perspective view image of the objects placed, oriented, illuminated and viewed from a perspective, as were all derived from the manipulating, and as were communicated to the graphics server computer;

displaying at the client computer this rendered high-quality perspective view image.

39. (Previously Added) A computerized method of generating and rendering over a digital communications network a high-quality perspective view image of an object that can exist in the real world located within, surrounding, or in front of, a three-dimensional scene that can also exist in the real world, the method of presenting a perspective view image of an object in a 3D scene comprising:

producing at a first computer running a 3D scene editor, Digital Content Creation, Computer Aided Design, or browser program with or without a plug-in a 3D scene file;

transmitting from the first computer upon the digital communications network the scene file;

receiving at another, second, powerful graphics computer upon the digital communications network the scene file; and

utilizing in the second computer the scene file to generate and render in consideration of (5) a camera position and orientation specified in the scene file, (6) a perspective view image of the selected object in the 3D scene; and then

transmitting from the second computer upon the digital communications network the (6) perspective view image; and
receiving at the first computer upon the digital communications network this (6) perspective view image; and
displaying at the first computer this (6) perspective view image;

wherein the object, having an associated geometry, is rendered in proper (1) scale, (2) position and (3) rotation within the perspective view image;

wherein the entire computer-generated perspective view image is rendered and viewed with the same proper perspective that a conventional photo of the same scene would exhibit, if captured by a camera; and

wherein the scene specification, made interactively over a digital communications network, supports the relatively rapid ray-traced rendering of a perspective view image having proper perspective, showing an object located and oriented within a 3D scene.

40. (Previously Added) A computerized method of generating and rendering over a digital communications network a high-quality perspective view image of an object that can exist in the real world located within, surrounding, or in front of, a three-dimensional scene that can also exist in the real world, the method of presenting a perspective view image of an object in a 3D scene comprising:

producing at a first computer running a 3D scene editor, Digital Content Creation, Computer Aided Design, or browser program with or without a plug-in a 3D scene file containing references to 3D objects on the second computer;

transmitting from the first computer upon the digital communications network the scene file;

receiving at another, second, powerful graphics computer upon the digital communications network the scene file; and

utilizing in the second computer the scene file to generate and render in consideration of (5) a camera position and orientation specified in the scene file, (6) a perspective view image of the selected object in the 3D scene; and then

transmitting from the second computer upon the digital communications network the (6) perspective view image; and

receiving at the first computer upon the digital communications network this (6) perspective view image; and

5 displaying at the first computer this (6) perspective view image;

wherein the object, having an associated geometry, is rendered in proper (1) scale, (2) position and (3) rotation within the perspective view image;

10 wherein the entire computer-generated perspective view image is rendered and viewed with the same proper perspective that a conventional photo of the same scene would exhibit, if captured by a camera; and

wherein the scene specification, made interactively over a
15 digital communications network, supports the relatively rapid ray-traced rendering of a perspective view image having proper perspective, showing an object located and oriented within a 3D scene.

20 41. (Previously Added) The computerized method of generating and rendering a high-quality perspective view image according to claim 40

wherein the iterations are further for texturing the object in the scene so as to develop texture parameters;

25 wherein the communicating is also of the texture parameters; and

wherein the rendering of the second, high-quality perspective view image of the 3D object located and oriented in the 3D scene is further in consideration of the developed
30 texture parameters.

**This Page is Inserted by IFW Indexing and Scanning
Operations and is not part of the Official Record**

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☐ **BLACK BORDERS**
- ☐ **IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- ☐ **FADED TEXT OR DRAWING**
- ☐ **BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- ☐ **SKEWED/SLANTED IMAGES**
- ☐ **COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- ☐ **GRAY SCALE DOCUMENTS**
- ☒ **LINES OR MARKS ON ORIGINAL DOCUMENT**
- ☐ **REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- ☐ **OTHER: _____**

IMAGES ARE BEST AVAILABLE COPY.

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.